

GAME BOY ADVANCE

AGB-BNPE-USA

PRINCESS NATASHA

student · secret agent · princess



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



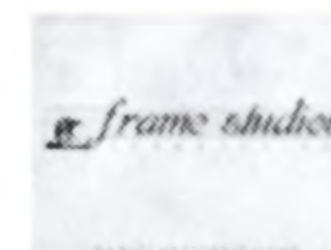
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.
Rev-D (L)



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Introduction	4	Citizens and Zombies	11
Starting the Game	4	Bonus	11
Menus	4	Pause Game	11
Extras	5	Credits	12
Options	6		
Game Menu	6		
City Map	7		
Oleg's Briefing	9		
The Game	9		
Interface	10		

Introduction

It's a sunny and quiet day in Illinois when all of a sudden Natasha's booferberry rings... It's King Carl, her dad, calling to tell her that something strange is happening in Zoravia. The citizens look dazed, wandering around in a trance, like zombies!

It's time for Princess Natasha to put on her Secret Agent outfit and, with the help of her brilliant friend Oleg, save the citizens of Zoravia!

Play as Princess Natasha and use her Secret Agent skills in this exciting and dangerous adventure to save Zoravia!

Starting the Game

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

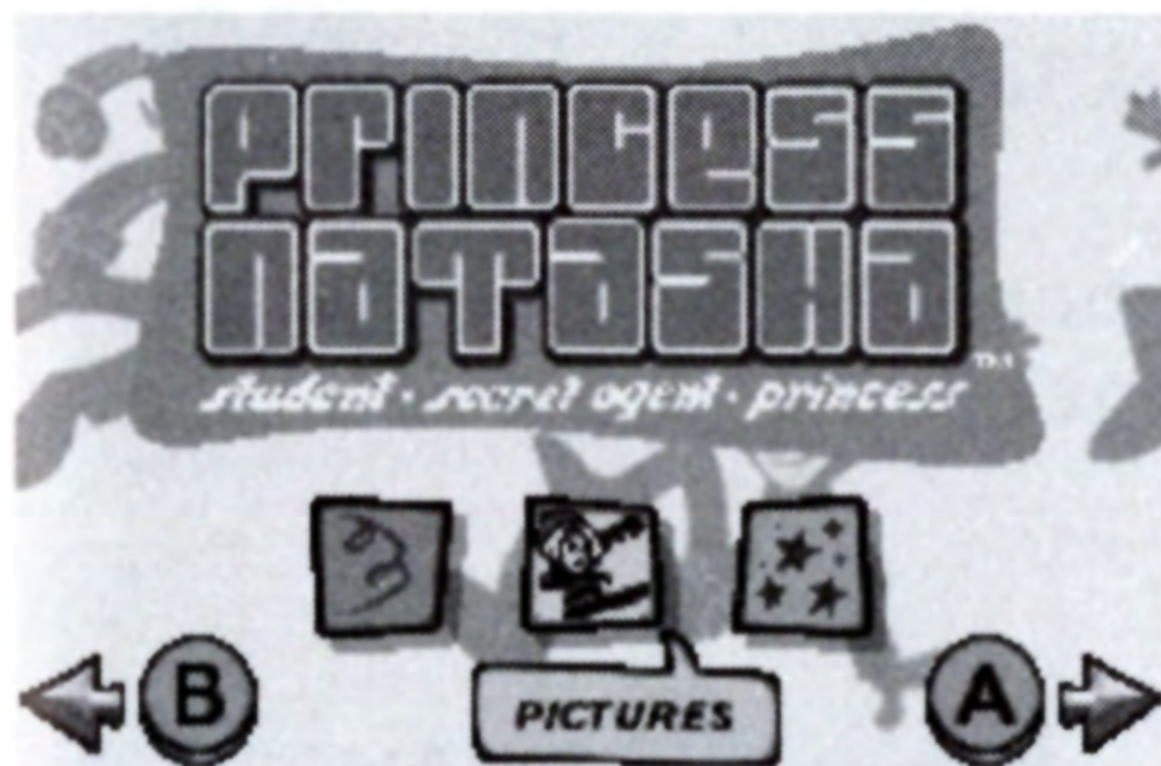
Menus

After the introduction, you can enter the main menu by pressing **START**.



From the main menu, you can access a special **EXTRAS** menu, choose to **PLAY**, or change the game **OPTIONS**.

Press the **Control Pad Up, Down, Left or Right** to move through the options in every menu. Press the **A Button** to confirm the selection or the **B Button** to exit the current sub-menu.

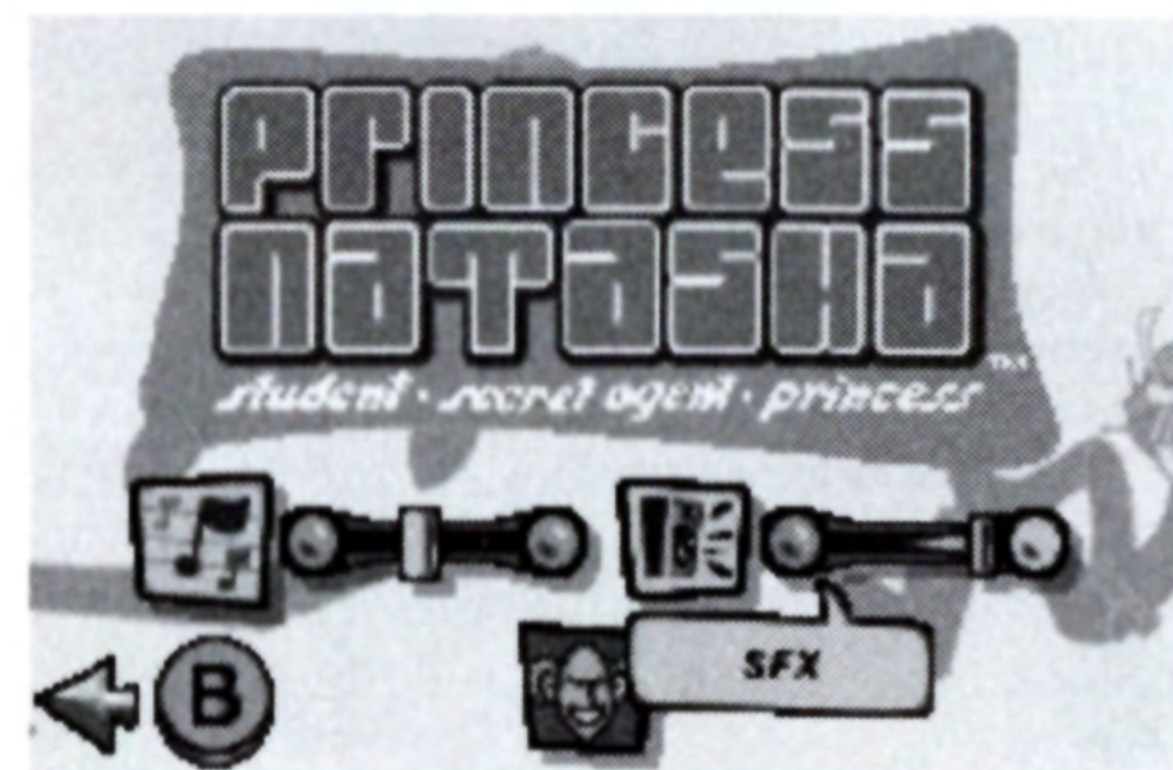


Extras

When entering the **EXTRAS** menu, you can take a look at some artwork and pictures, meet the characters and understand how the original cartoon Princess Natasha™ comes to life!

Choose the **ARTWORK** or **PICTURES** option to access concept drawings and pictures from the episodes.

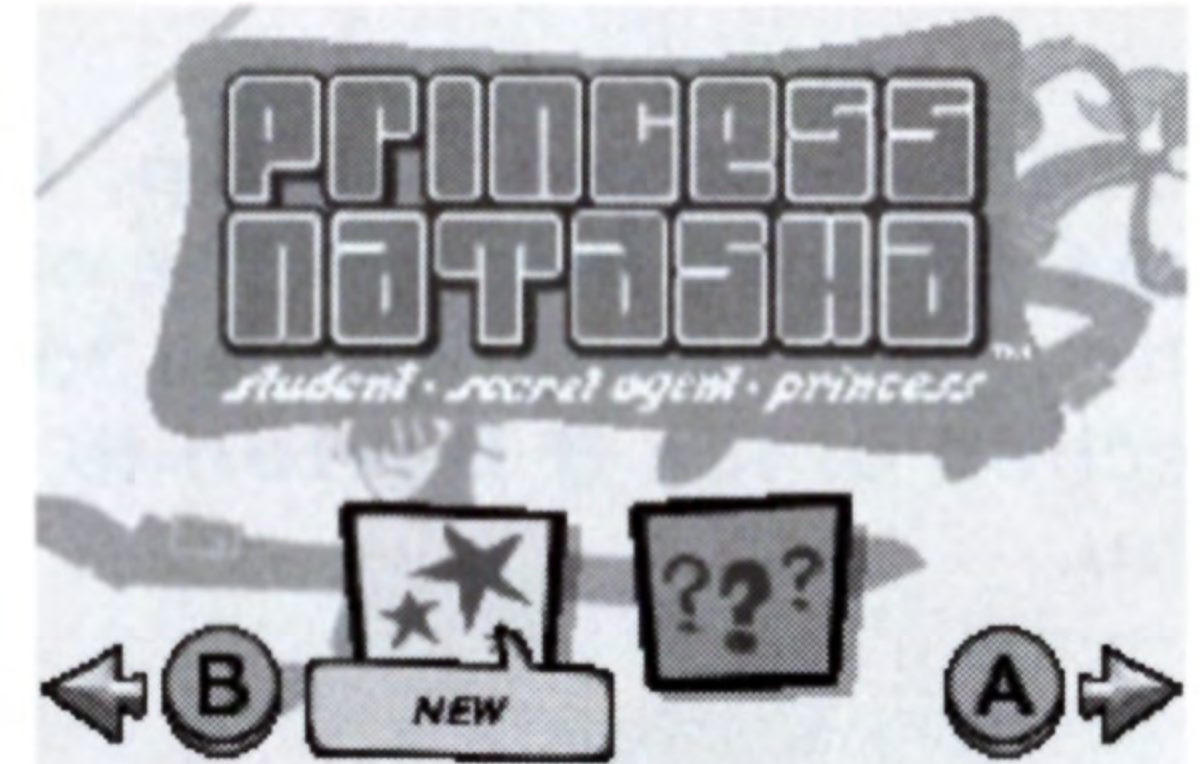
The third option of the **EXTRAS** menu, **CODES**, allows you to enter special codes that you can



find on the website **www.pncodes.com**. Find out the hidden codes to get new features and options in the game!

Options

From the main menu you can also access the **OPTIONS** menu, where you can change the volume settings of the music and sound effects. Select an option and press the **L or R Button** to decrease or increase the volume.



You can also enter the Credits of this game by choosing the third option. It is the one represented by Lubek's head. Here you can read the names of all the people behind the development of this game!

Game Menu



When you're ready to start, choose the **PLAY** option from the main menu and get ready to kick some butt!

Before starting, you can choose whether you want to start a new game or continue a previous game using passwords that will be given to you while proceeding in your adventure.

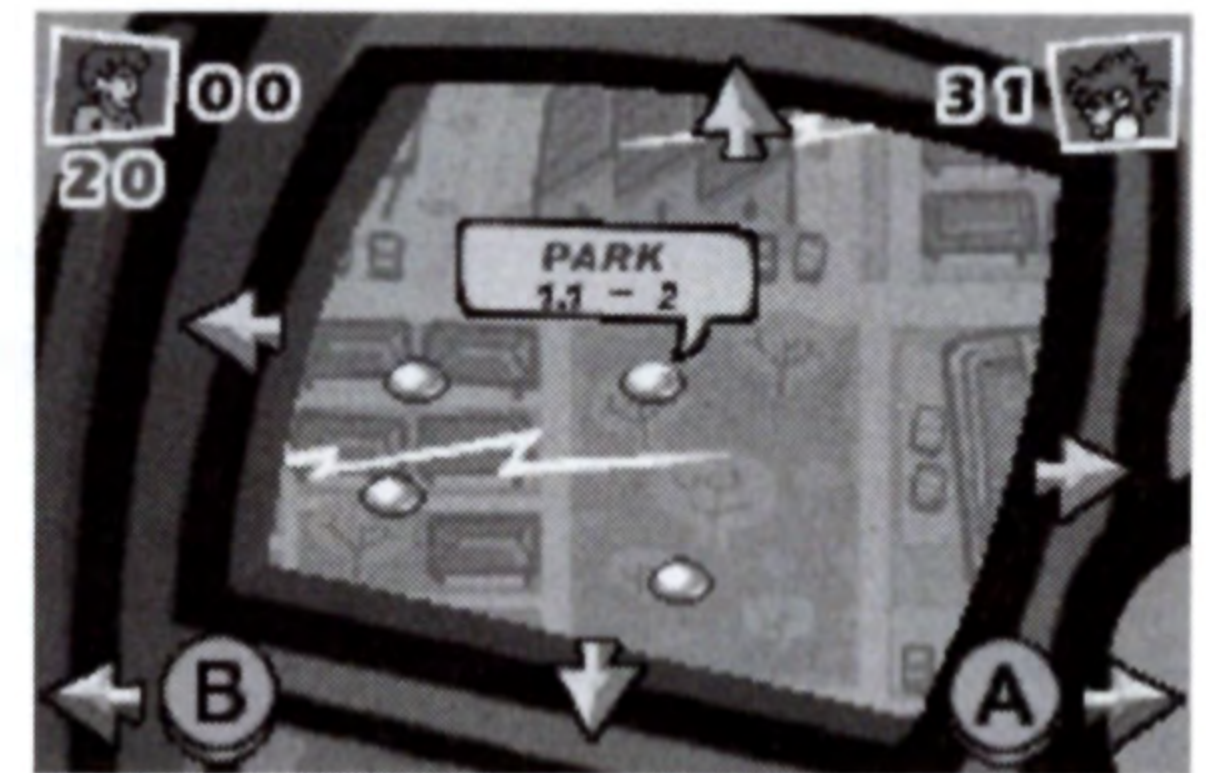
If you choose to continue a previous game, you can enter the password that will take you back to the point in the game where you left it! In order to enter a password, just press the **Control Pad Left or Right** to choose which character you want to change (a cursor indicates it). Then press the **Control Pad Up or Down** until the desired character is showing. Confirm by pressing the **A Button** or go back to the main menu by pressing the **B Button**. If the password is valid, the game will start right after or an error message will inform you that the password is wrong.

WARNING: When you get a new password, remember to write it down in your notebook or on this instruction booklet in the notes pages. This way you can start the game where you left off.

If you choose the option **NEW**, a new game will start at the beginning of Natasha's mission!

City Map

Thanks to Oleg's super radar, Natasha gets real-time coordinates on her booferberry of where to find the robots that are trying to turn citizens into zombies. In this menu, you can choose your destination and save citizens.



By pressing the **Control Pad Up, Down, Left or Right**, you can move through

the blue spots representing areas of Fountain Park. Press the **A Button** to select that location. Sometimes a few red spots will appear on the map. These are extra fun bonus levels!!

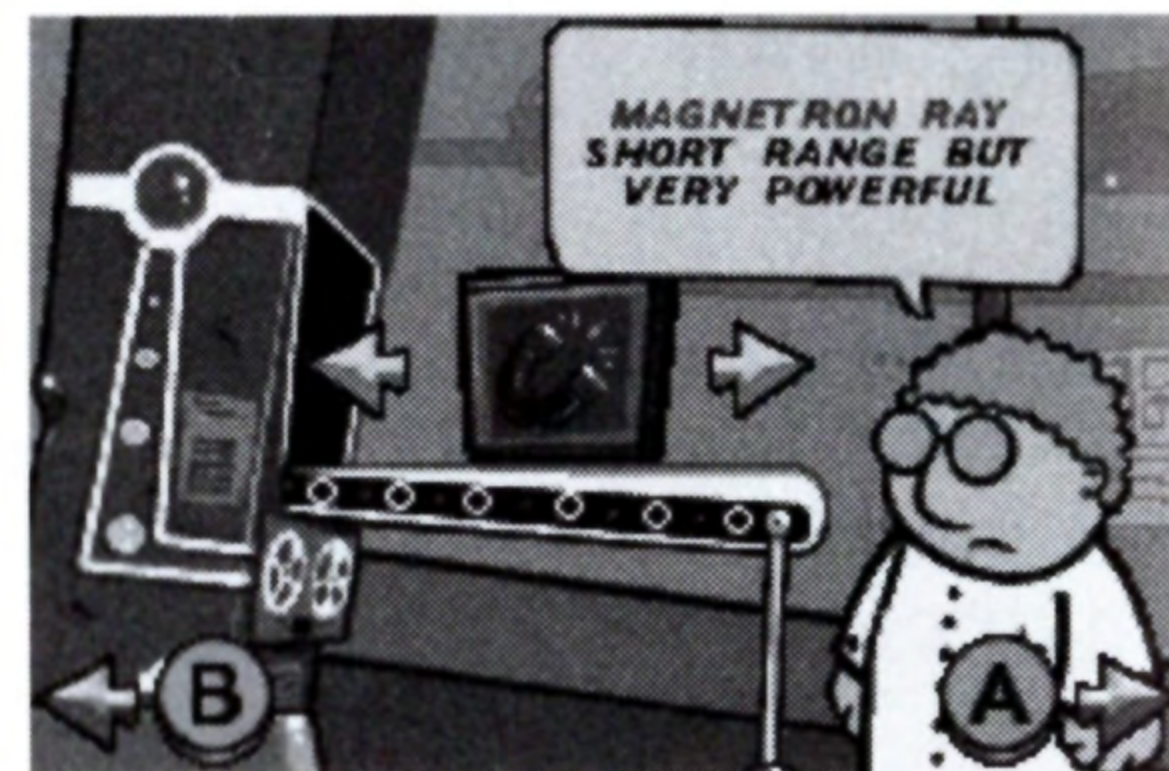
"Oleg is a real genius!"

On each spot, a balloon shows the name of the location, the zone and the number of levels to free citizens from the robots.

On the top left of the screen, a "citizen icon" shows the number of citizens saved and the minimum amount to save in order to complete a chapter. Be very careful! If you don't save enough citizens, Oleg will inform you that your mission can't be accomplished and that would mean the end of the game. Try to save all the citizens if you can!

On the top right of the screen, you can see the number of citizens that are still in a trance in this chapter. This number will change if you don't save them. They will then turn into evil zombies!

"Natasha, your mission is clear: you must free Fountain Park from the robots and save the citizens by using my antidote, the de-zombiefier spray!!"



Oleg's Briefing

Once a location is selected, Oleg will let you choose two modifications for your remote device from his inventions list. During the game, Oleg will invent new and more powerful gadgets. Certain gadgets are designed to work best against certain enemies! In order to select the gadgets, press the **Control Pad Up, Down, Left or Right** to change the selection and confirm by pressing the **A Button**.

Every gadget has its own characteristics of power, speed, damage and range. Choose the ones that best fit your needs! Oleg will also give you some hints on how to face the upcoming levels and describe the robots you might meet.

The Game

"Time for action!"

Pressing the **Control Pad Left or Right**, you can move Natasha through the level. When she's close to a ladder, you can climb it by pressing the **Control Pad Up or Down**. Press the **Control Pad Down** to avoid enemies by crouching down.



If you want to jump, press the **B Button** and press the **Control Pad Up, Down, Left or Right** in the direction you want Natasha to go. That will make her jump diagonally.

When you're next to a robot, you can kick and punch it by pressing the **A Button**. If you keep pressing repeatedly, Natasha will show her karate abilities using different combos that will make you earn more points! You can also use flying kicks if you press the **A Button** while jumping.

You might want to use the gadgets Oleg gave you before starting the game. It's very simple! Just press the **R Button** and Natasha will use her adapted booferberry to use Oleg's inventions. An icon at the top right of the screen shows the selected gadget. You can swap between gadgets by pressing **SELECT**. Every gadget has its own number of shots or a charging bar. You must be careful and wait for the bar to recharge if you want to use these gadgets again. Most of the gadgets can be used while running and while jumping. Just move the **Control Pad Up, Down, Left or Right** in the direction you want to shoot.

When you hit a robot, an energy bar will appear on top of his head. When the bar is totally red, the robot will explode.



Interface

At the top left of the screen, you can see Natasha's energy and the number of lives left. In the middle of the screen is your score. The current gadget you're using is at the top right.

Citizens and Zombies

Remember that one of the most important things in this game is to save the citizens before they are turned into zombies by the robots. You can recognize the citizens that can still be saved because they're all gray. But you must be quick! The robots will try to turn them into full green zombies. Once that happens, you can't save them anymore. Gray zombies have an energy bar just like the robots. When you spray Oleg's antidote, the dezombiefier, their energy will increase until they're back to normal citizens and can run away. In order to spray the antidote, press the **L Button** when you're next to a gray zombie. Be careful! Once the gray zombies turn into green ones, they will become aggressive and attack you!

Bonus

While playing, several bonuses might appear in the screen. Try to collect them, because they will help you in your mission. They can give extra points, increase Natasha's energy and even give extra lives!

Pause the Game

Press **START** while playing if you want to pause the game. A pause menu will allow you to go back to playing or quit the current game and go back to the city map. Don't worry! If you quit one location of the game, you can start another from the city map without losing your progress.



CREDITS

Developed by:

FRAME STUDIOS INTERACTIVE

Head of Development:

Marco Pacifico

Programming:

Marco Pacifico

Thomas Maniero

Additional Programming:

Michele Santullo

Music & Sfx:

Simone Cicconi

Published by:

DESTINATION SOFTWARE INC

VP of Development:

Paul Tresise

Senior Producer:

Aeron Guy

AOL:

Anne McCormack

Micah Jackson

Lashun Lawson

ANIMATION COLLECTIVE:

Amy Feldman

EC-I**MD:**

R Young

Head Of Testing Development:

Len Latut

Sales And Marketing:

Russ Patiele

Testers:

Stuart Appleton

Kevin Russell

Nutty Smith

Management:

Ratan S Murali

Lead Tester

Sharad Chaturvedi

Testers:

Rajesh G S

Nagraj Bitla

Jaydeep Sarkar

© 2006 AOL LLC. All rights reserved. KOL is a registered trademark of AOL LLC. The Princess Natasha design is a trademark of AOL LLC.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

NOTES

NOTES

NOTES

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA